**Career Objective**

To find a work family where I can learn and thrive along with my team and organization.

**Work Experience**

**Evolve, Inc** – Marketing & Hosting for National & Local Healthcare, Non-Profit & Government Agencies

Junior Developer / System Administrator July 2022 – June 2023

* Managed Evolve’s website hosting environment by:
  + Supporting growing client base of about 75 websites.
  + Using Digital Ocean, AWS, Cloudflare, and GoDaddy.
  + Exploring, trialing, and recommending new products and services.
* Administered webpages by:
  + Modifying and updating site content.
  + Performing routine website maintenance.
  + Using content management systems such as WordPress, Webflow, Wix and Concrete.
* Focused on ROI by:
  + Managing client billing for website hosting through WHCMS.
  + Cleaning up excess department spending, making the IT department profitable within three months of joining the company.
  + Increasing 2023 first quarter profits compared to 2022 by growing revenue by over 50% and reducing cost by about 20%.
* Enhanced and managed Evolve’s email hosting systems by:
  + Operating email hosting through Microsoft 365, Rackspace, and Intermedia.
  + Migrating Evolve’s exchange email systems from Rackspace to Microsoft 365.

**Education**

**University of Central Florida** – B.S., Computer Science Orlando, FL

Major GPA: 3.73 Fall 2019 – Summer 2021

**Projects**

**Senior Design: Player Detection and Tracking** – Project Lead

* Directed group of five students to develop a web application for gathering and processing data from broadcast soccer videos so professional teams could improve footage analysis.
* Communicated weekly with sponsor, coordinated team meetings, supported team members as needed, coded multiple webpages, and ensured the project stayed on schedule.
* Researched and developed the general system design, real-time player tracking algorithm, interactive webpage utilizing that algorithm, relational database, and all API endpoints.
* Contributed to the web code for the user dashboard, data visualization, and general webpage and API efficiency.

**AI for Game Design: Evictor** – Project Lead

* Directed a group of four students to develop a 2D combat-platformer where the player controlled a knight who battles waves of enemies in numerous distinct arenas.
* Designed and created all of the levels.
* Refined the player’s movements to achieve a smooth, responsive feel to create a fun, engaging player experience.
* Coded a system to spawn and track each wave of enemies.

**Languages, Technologies, and Skills**

* Python, C, Java, C#, HTML, Haskell, Erlang
* GitHub, Linux, Unity, WordPress, Webflow, WHMCS, Cloudflare, Visual Studio Code, PostgreSQL, pgAdmin4, MongoDB, Microsoft 365
* Project Leadership and Management, Project Multitasking